Subject: Mech scripts
Posted by jlhill17 on Tue, 22 Nov 2011 00:22:28 GMT

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I've been working for hours on a mech, trying to get it to animate ingame using both the RebornIs_Mech and JFW_Vehicle_Animation scripts. I can't seem to get either one to work. The animation works when I simply set it as the vehicle animation in the settings tab of the preset in LevelEdit, but it doesn't run when I use it in either of the scripts. I tried exporting the model and animations in several different ways, but none of them work.

Do they maybe only work in a mix and not a mod package? Can anyone help me get any of these scripts to work?